

NUS-NDHE-USA

INSTRUCTION BOOKLET

DUAL HEROES

SOLD BY:



NINTENDO⁶⁴



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7. Practice Mode
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9. Medal Mode

Heroes

GAI
GUN
HANA
HOE
JIUE
RETSU
KUMO
ZEN

10. Limited Warranty

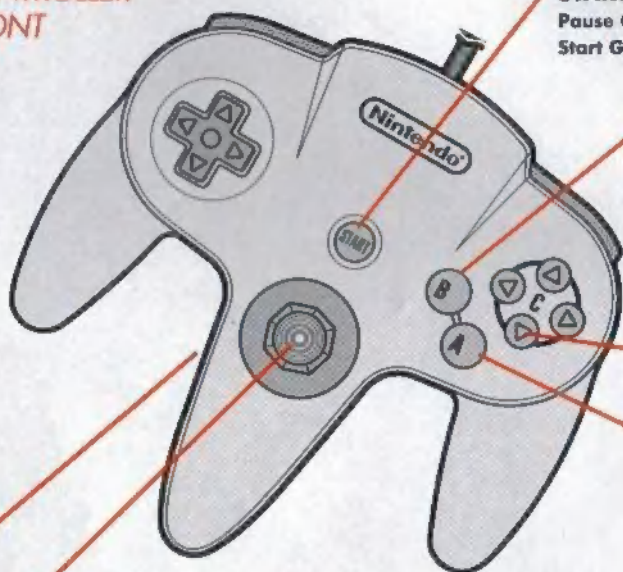
Virtual Gamers

REIKO
ALAN & MILAN
ZARA
YAMAZAKI
TAKEMARU
JOHN
BILL
KINOSHITA



CONTROLLER FUNCTIONS

CONTROLLER FRONT



START
Pause Game
Start Game

CONTROL STICK (Selections in the Menu Screen)

Used for basic movements of the Hero and Command Moves.

MOVE LEFT AND RIGHT: Press to the left to move left and right to move right.

DUCK: Press down.

JUMP: Press up while pressing the B Button.

Z BUTTON

FREE 3D MOVEMENT: Press the Control Stick while pressing the Z Button to move freely in the 3D arena.

RUN IN 3D AREA: Press the Z Button twice and press the Control stick to run freely in the 3D arena. When the player is winning he/she will not be able to run.

CONTROLLER BACK



B BUTTON (Cancel in the Menu Screen)

GUARD: Guard against an attack.

JUMP: Keep the B Button pressed while pressing the Control Stick up to jump.

GETTING UP: When knocked down by an opponent, press the B Button repeatedly to get up more quickly.

LETHAL CHANGE: Press the B Button 3 times and hold to Lethal Change. During Lethal Change the Hero will be able to use his/her special move.

C BUTTON (down)

Kick

A BUTTON (Decide in the Menu Screen)

Punch

A+B BUTTON

Throw - when the opponent is standing.
Pounce on opponent when the opponent is down.

A+C BUTTON

Pounce on opponent when the opponent is down.

*Control Pad is not used in this game.

*Button configuration can be changed in the Option Mode. (Page 16)

Holding the Nintendo 64 Controller



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.



While playing Dual Heroes, we recommend you use the hand positions shown above.

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

GETTING STARTED

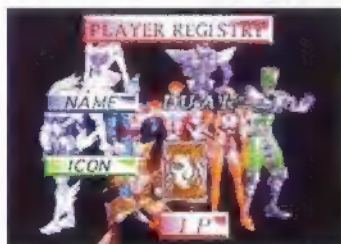
MODE SELECT

Correctly insert the Dual Heroes Game Pak into your Nintendo 64 system and turn the power switch ON. When the title screen appears press START to enter the Mode Selection screen. Press the Control Stick up or down to select the Mode you wish to play and press the A Button to decide.



PLAYER REGISTRY

When the Controller is properly connected and there are 20 Pages free in the Controller Pak, the player may register the data. Follow the procedure below to register your data.



NAME

Press the Control Stick up or down to select letters or numbers. Press the Control Stick left or right to move the cursor to the next letter or number. 6 digits can be registered. Press the A Button when you are finished to register your name.

ICON

You can create your own icon by combining the different hair styles, eyes and facial structure. Press the Control Stick left or right to cycle through each facial feature and up or down to move to the next one. Press Start when you are finished. The game will begin. To change the name and icon at any time, select USER in the OPTION mode and re-register your player.

ICON MONTAGE



Different faces can be created by changing the many parts.

N64 CONTROLLER PAK

Dual Heroes uses the Controller Pak for many of its game features. When entering the different Modes, messages for the Controller Pak will be displayed. It is possible to play the game without a Controller Pak but when the power of your Nintendo 64 system is turned OFF, the data will be lost. To save the data, please purchase the Controller Pak sold separately.

Controller Pak 1

N64 Controller Pak Not Found
The Data Will Not be Saved

→ Continue Game
Reinsert

CONTROLLER PAK IS NOT INSERTED

If you have no Controller Pak you cannot save your game. Select Continue Game or Reinsert and press the A button when you are ready to begin.

Controller Pak 1

Record of 20 Pages is
Needed to Save the
Game Data of Dual Heroes
Create Record

→ Yes
NO

CONTROLLER PAK IS INSERTED

Message 1 will be displayed. Select YES and create your Game Data in the PLAYER REGISTRY Screen. For instructions on how to register, see page 11.

RECORD IS FULL

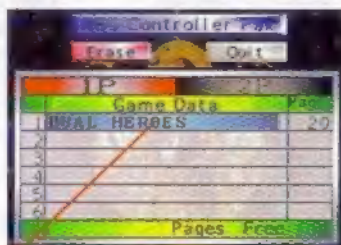
Dual Heroes uses 20 Pages of the Record. When there is less than 20 Pages left, please create a Game Data in the N64 Controller Pak.

ERASING GAME DATA

Press the RESET on the N64 system while pressing the START on the Controller to display the N64 Controller Pak screen.

ERASE/QUIT

Press the Control Stick left or right to make a selection and press the A Button to decide. When ERASE is chosen, the cursor will move to the 1P/2P area.



The Game Data highlighted in blue can be erased. Press the Control Stick up or down to select the Game Data and press the A Button to decide. Choose YES to erase the Game Data. To cancel choose NO or press the B Button.

1P/2P

Press the Control Stick left to move the Game Data in Controller Pak 1 and to the right to move the Game Data in Controller Pak 2.

PAGES FREE

Please erase the other Game Data until this number reaches 20.

STORY MODE

CHARACTER SELECT

Press the Control Stick left or right to select the character and press the A Button to decide. A profile screen of the Hero will appear. If this is the Hero you wish to use press the A Button again. Press the B Button or press the Control Stick down and select "Cancel" to cancel your selection.



GAME SCREEN

LIFE BAR

When this bar becomes 0, you lose the round.

HIT COUNTER

Displays the total Combo hits.



TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

WIN MARKER

Displays the number of rounds won during the match.

LETHAL CHANGE

Press the B Button 3 times and need to have the Hero power-up for a limited time period. During Lethal Change, the Heroes will be able to use special moves they can not use during the normal mode (See Hero description). After a certain amount of time, the Hero will return to normal mode.



PAUSE MENU

The game can be paused by pressing the Start Button. Use the Control Stick to choose either CANCEL to continue the game or EXIT to quit the game and press the Start Button.



RULES



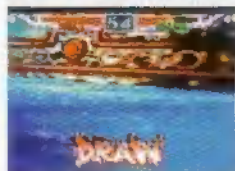
WINNING THE MATCH

A win is decided the following ways. You must win two Rounds to win a Match.

KO—Your opponent's Life Bar reaches 0.

Ring Out—Your opponent falls out of the fighting arena.

Time Up—Your Life Bar is greater than your opponent's when time runs out.



DRAW

The Round will be considered a Draw after a double KO, double Ring Out or when both player's Life Bar is equal at Time Up. When the Round is a Draw, neither player will receive a Win Marker.



CONTINUE

When the player loses the Match, a Continue Screen will appear. Press the Start Button while the 9 second timer is displayed to challenge that stage again. Press the A Button to cause the timer to count down rapidly.

GAME CLEAR

You will clear the game and see the Ending when you defeat all your opponents. The Ending may differ depending on the difficulty setting of the game. Increasing the difficulty setting may also enable you to use new Heroes.

Dual Heroes Staff

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RECEIVING A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player in the VS 2P Mode.



PLAYER NAME CLEAR TIME RANK

The rank of the Medal will differ from 1 to 10 depending on the difficulty setting and how you clear the game.

VIRTUAL GAMERS

In the year 20XX a group of Gamers are playing the fighting game "HEROES" in the arcade in Tokio. You will join the Gamers in a match of the game "HEROES". As with live Gamers these AI characters have different fighting styles and personalities. They are the Virtual Gamers.

VIRTUAL GAMER SELECTION

Press the Control Stick left or right to select the Gamer and press the A Button to decide. A profile screen including a graph which shows the fighting style of the Gamer will appear. AT: Attack/DF: Defense/TH: Throw/MV: Movement/CB: Combo/SP: Special attacks. The higher the peak of the graph the stronger the Gamer is in that ability. Press the A Button to fight the Gamer or the B Button to cancel.

VIRTUAL GAMERS

When you defeat the existing Gamers a few times, new Gamers will appear. There may be an ultimate Gamer.

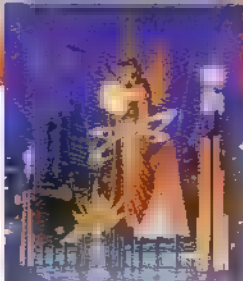
CHARACTER SELECT

CONTROL THE CHARACTER YOURSELF

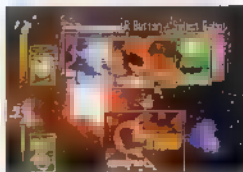
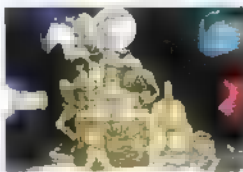
The Heroes next to the Player Icon are the ones you may play. Use the Control Stick to select and press the A Button to decide.

HAVE THE ROBOT CONTROL THE CHARACTER

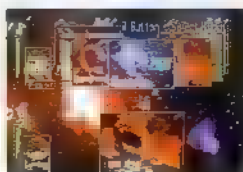
Press the R Button to have the Robot control your character. The word "Robot" will appear under the Player Icon.



This is the arcade in the year 20XX




When controlling the character yourself.



When having the Robot control your character.

STAGE SELECT




SELECT THE STAGE


Use the Control Stick  select the Stage and press the A Button to decide. Press the B Button to cancel.

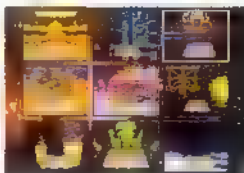
SELECT THE TYPE OF WALL

The type of wall which surrounds  fighting arena  chosen.

WALL OFF—There are no walls around the  there are Ring Outs.

WALL ON—There  walls around  arena and there  Ring Outs.

DAMAGE WALL—When the character touches  they will receive damage.





GAME SCREEN

LIFE

When this bar becomes 0, you lose the round.

PLAYER ICON


When you  damage, static noise will  on the icon.

HIT COUNTER

Displays the total Combo hits.



TIMER

When the Timer reaches 0, the player with the greater Life Bar  the round.

FACE ICON

The expression of the face will change according to the situation.

WIN

Displays the number of rounds won during the match.

VS 2P MODE

CHARACTER SELECT

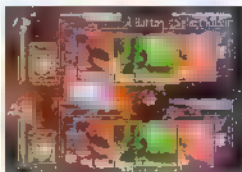
CONTROL THE CHARACTER YOURSELF

The Heroes on the top are the Player 1 may play and the bottom are ones Player 2 may play. Use the Control Stick select and press A Button to . When the same Hero is chosen the Player who chooses last will play with the extra color Hero.



HAVE THE ROBOT CONTROL THE CHARACTER

Press the R Button to have the control your character. The word "Robot" appear under Player Icon. Both Players may have the Robot control characters.



* To save the data from the game, a Controller Pak is needed in both Controllers.

STAGE SELECT

SELECT THE STAGE

Use the Control Stick to select the Stage and press A Button to decide. Press the B Button to cancel.

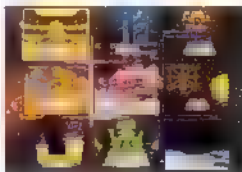
SELECT THE TYPE OF

The type of wall which surrounds the fighting arena can chosen.

WALL OFF—There are around arena and there are Ring Outs.

WALL ON—There walls around the arena and there Ring Outs.

DAMAGE WALL—When the character touches they will damage.



BET A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player. Press the Control Stick left or right to select the player you wish to bet (When you do not have a Dual Heroes Medal betting screen will not appear). Press the A Button to decide and the B Button to Cancel. When you do not wish to bet your Medal press the Control Stick until "NO" is displayed and press the A Button to decide. When only one Player is betting, then the game will be considered a 1 vs 1 bet match.

RANK UP AND GETTING A MEDAL WHEN YOU WIN WITH A MEDAL RANKS

Higher rank wins the match

The winner will receive the loser's Medal.

Lower rank wins the match

The winner's Medal rank will increase by 1 and the loser's will decrease by 1.

WHEN YOU WIN MEDALS WITH A SAME MEDAL RANK

The winner's Medal rank will increase by 1 and the loser will receive the loser's Medal.

WHEN THE MEDAL RANK BECOMES 20 AND OVER, YOU WILL BECOME A MEDAL RANK 20

(See Page 17)



GAME SCREEN

When the Timer reaches 0, the player with the greater Life Bar wins the match.

WITH 1 MEDAL

When you receive damage, static noise will appear on the icon.

HIT COUNTER

Displays the total Combo hits.



LIFE BAR

When this bar becomes 0, you lose the round.

WITH 2 MEDAL

When you receive damage, static noise will appear on the icon.

WITH 3 MEDAL

Displays the number of rounds won during the match.

ROBOT MODE

The Robot can be trained to learn the fighting style of the player. Even without touching the Controller, the Robot will fight the opponent for the player.

ROBOT SCREEN



When the graph is longer green, the better the Robot using that Hero.

TRAINING RATE

This shows which Hero the Robot can play with. The graph will be longer for the Heroes which the Robot can better control. The better the Robot is with a particular Hero the color of graph will also change from Yellow to Orange Green.

FIGHTING STYLE

The bar shows the fighting style of the Robot in 6 different colors. The wider the bar, the more Robot uses that style.

GAME SCREEN

TIMER

will be displayed. When you are finished training press START and .

PLAYER ICON

When you damage, noise will appear on the icon.

HIT COUNTER

Displays the total Combo hits.



LIFE

Even when the bar becomes 0, the training will continued.

ROBOT

The expression of the Robot will change according to the situation.

FIGHTING STYLE

The bar shows the fighting style of the Robot in 6 different colors. The bar will increase while the Robot trained.

HOW TO TRAIN THE ROBOT

The Robot will control the same Hero the Player chooses. When the Player makes move, the Robot will learn that move. the Player defends, Robot will learn to defend and if the Player throws, Robot will . What the Robot be displayed in 6 different colors in the Fighting Style Bar in of the . Let's teach the Robot all sorts of different moves. Even if the Robot learns punch using the Hero GAL, the Robot will not learn to punch using the Hero GUN. In order to teach the Robot to punch using the Hero GUN, you must train with the Hero GUN and same for any other Hero. How well the Robot is trained for each Hero will be displayed the Training Rate graph.

HAVE THE ROBOT FIGHT AN OPPONENT

VS VR MODE (Page 10)

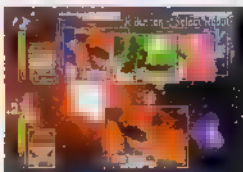
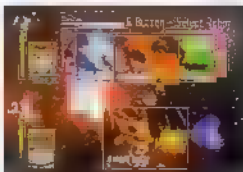
Let's try to have your Robot play against a Virtual Gamer.
Press the **R** Button in the Character Selection Screen **VS VR MODE** to have the Robot control your character.
Select the character according to **VS Training Rate** graph.

ROBOT VS ROBOT

Select the Robot in the VS **VS VR MODE**. In **VS VR MODE** Character Selection Screen press the **R** Button to have the Robot control your character. The opponent **VS VR MODE** choose its favorite character. The Player **VS VR MODE** character for the Player Robot.

VS 2P (Page 12)

Let's have your Robot play against another Player's Robot.
Press the **R** Button in the Character Selection Screen of the VS 2P MODE to have the Robot control your character. Both Player 1 and Player 2 **VS VR MODE** their Robots control their characters. The Robot data will be saved in your Controller Pak. Let's take your Controller Pak to your friend's house and play against your friend's Robot.



PRACTICE MODE

Use this Mode to practice your moves. Your opponent will be the same Hero as the one you chose. The moves of the Control Stick and the Buttons which were pressed by the Player will be displayed on the screen. There is no Timer display. When you wish to quit practicing press **START** and **EXIT**.

GAME SCREEN

LIFE

Even when the **LIFE** becomes 0, **VS VR MODE** training will be continued.

HIT COUNTER

Displays the total Combo Hits.

CHARACTER

Normal color Hero.






Extra color Hero.

DISPLAY

The sequence in which the following Buttons pressed is displayed.
L: Guard / **P**: Punch / **K**: Kick.

CONTROL STICK

Displays how the Control Stick was moved.

In this Mode the Player can change  game settings. To choose  different settings, press the Control Stick up or down. To change the settings, press the Control Stick left or right. To change the Button Configuration or Player Registry, use the Control Stick to choose either 1P or 2P of BUTTON and USER then press the  Button to decide.



SOUND

Changes the sound between Stereo and Monaural.

ROUNDS

Changes the Rounds per Stage.






LEVEL

Changes the difficulty setting.

TIME

Changes the amount of time per Round.



USER

Changes the information in the Player Registry. The new  will be displayed on the next Medal you  after clearing the STORY MODE. The new Player Icon will be displayed in  next match. When finished with  changes, press the B Button  return to the Option Screen.

(See Page 6 for Player Registry instructions)

BUTTON



Each time you press a particular Button, the setting will scroll through Punch/Kick/Guard/3D Move/P+G/P+K/NO USE. When finished   changes press START. Press the L Button to return to the default settings.

MEDAL MODE

Keeps a record of the Medal received from the STORY MODE or the VS 2P MODE.

SEE THE MEDALS

Up to 30 Medals can be displayed in 1 screen.
There are a total of 5 display pages and a total of 30 Medals can be recorded.
When you receive 30 Medals, follow the instructions displayed on the screen to delete an unwanted Medal.



GOLD MEDAL

When The Medal rank becomes 20 or over, the Medal will become a Gold Medal.
When both Medals, which were in VS 2P MODE are rank 19, the Medal will become a Gold Medal.



DELETING MEDALS

When the Button is pressed in the MEDAL MODE, the cursor will move around a Medal. Move the cursor to the Medal you wish to delete and press the A Button to select "Yes" and press the A Button and the Medal will be deleted.



HERO'S PROFILE

FIRE HERO GAI



GAI EXTRA COLOR



LETHAL CHANGE



Height: 186cm
Weight: 80kg
Country: Neo-Tokio
Birthday: January 1st
Age: ■
Sex: Male
Occupation: Space Pilot
Type: ■
Suit: NT-SPACY T-709 Mars custom RII

MOVES

GAJ BOMBER	↓ ↑ P	MARS BOMB	↑ P
DRAGON UPPER	↓ P + K	HERO KICK DIVING	P + K
	G + P		← G + P
	↑ ↓ K		

LETHAL CHANGE

SPACESHUTTLE	G.G.P	PUNCH	G.G.K
--------------	-------	-------	-------

COMBO

SPACE SHUTTLE MARS ATTACK	■ P.P.P.K.K P.P.K.P
------------------------------	------------------------

LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage

Height: 205cm
Weight: 120kg
Country: Guinbach
Birthday: October 10th
Age: 35
Sex: Male
Occupation: Spacy Soldier
Blood Type: O
Suit: DB-SPACY G-808 Commander custom RIV

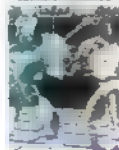
MILITARY SOLDIER GUN



GUN COLOR



LETHAL CHANGE



MOVES

BODY	→ P	MERRY- GO-ROUND	→ P + K
UPPER	→ G + P		← G + K
BODY	⊙ G + P		⊙ G + P
HANGER	⊙ P		⊙ → K

LETHAL CHANGE

POWER	G.G.P	GEYSER	
-------	-------	--------	--

COMBO

IRON MUSCLE BERG LEOPARD	→ K.K.P.P → P.K.K
-----------------------------	----------------------

LETHAL CHANGE: Will not be knocked down by the attack of opponent.

MOVE INDEX

→ = Press the Control Stick in this direction. ⊙ = Keep the Control Stick pressed in this direction.
"[G.P]" = Press these buttons in the displayed order.

HERO'S PROFILE

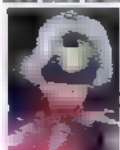
Height: 167cm
Weight: 49kg
Country: South Austria
Birthday: march 3rd
Age: 18
Sex: Female
Occupation: Botanist
Blood Type: B
Suit: Dyson P-303 HANA special T-1

**CUTIE
CHASER**

HANA



HEAD GEAR CHARGE



LETHAL CHANGE



MOVES

PUNCH HIGH	← P	FAKE PUNCH	← K
THROW	G + P	BACK KICK	G.P
SCISSORS	→ G + P	BACK KICK	G+P
THROW	→ G	PULL ARM	→ G

LETHAL CHANGE

HANA	G.G.P	GUARD WITH FLOWER
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COMBO

FAKE PUNCH, KICK & PUNCH	P ↓ K.P
PUNCH, KICK	P.K.K.P.K

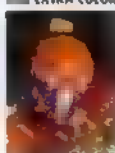
LETHAL CHANGE Guarding an opponents attack will cause the opponent to taller and become defenseless for a short period of time

DRAGON KUNG-FU HOE

Height: 182cm (191cm)
Weight: 70kg
Country: Pong Kong
Birthday: May 5th
Age: 30
Sex: Male
Occupation: Millionaire
Blood Type: B
Suit: Industry H-703R-XXXX



EXTRA COLOR



LETHAL CHANGE



MOVES

PUNCH	← P	PILE DRIVE	↑ ↓ K
HIGH	↑ K	THROW	P + K
THROW	G + P	THROW	G+P
HIGH	← G + P	WITH LEGS	G+P

LETHAL CHANGE

THROW	G.G.P	THROW LIGHTNING BALL
-------	-------	----------------------

COMBO

LEFT GUARD, KICK COMBO	P.K → K.K
PUNCH KICK COMBO	P.K.P.K

LETHAL CHANGE The speed of the movement increases and becomes easier to connect Combos.

*[G.P] = Press these buttons simultaneously.

*There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

BIONIC JUIE



JUIE EXTRA COLOR



LETHAL CHANGE



Height: 177cm (181cm)
Weight: 69kg
Country: Floating Continent
Birthday: Unknown
Age: Unknown
Sex: Unknown
Occupation: Unknown
Blood Type: Unknown
Suit: Unknown

MOVES

JUMP PUNCH	↓ P + K	THROW	Running P
FLOG KICK	↖ P + K	SCRATCH	P + K
KICK	↓ G + P	RUN &	← G + P
THROW	→ G + P	PUNCH	

LETHAL CHANGE

THROW LITE	G.G.G.P	THROW LITE	G.G.K
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COMBO

JUNGLE SQUALL	P.K.K
DESERT HURRICANE	→ P.P.K.P

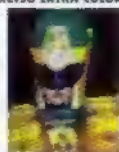
LETHAL CHANGE: Will not be knocked down by the attack of an opponent.

Height: 187cm
Weight: 77kg
Country: Neo-Tokio
Birthday: July 7th
Age: 2
Sex: Male
Occupation: Cyborg Assassinator
Blood Type: AB
Suit: Hattori FS-019 (HIEN)R-sp

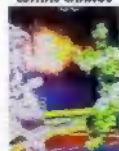
SUPER NINJA RETSU



RETSU EXTRA COLOR



LETHAL CHANGE



MOVES

PUNCH	↑ P	THROW	P + K
PUNCH KICK	↓ P + K	BIG JUMP	← P + K
KICK HIGH	↓ G + P	FLIP &	→ G + P
KICK SIDE	→ G	KICK	Back ○ K

LETHAL CHANGE

GUARD	G.G.P	WITH ILLUSION
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COMBO

ELBOW PUNCH KICK COMBO	← P.P.K.P
KICK PUNCH COMBO	K.P.P.K.P

LETHAL CHANGE: Disappears, but will reappear when attacking or when receiving damage.

MOVE INDEX

↖ = Press the Control Stick in this direction. → = Keep the Control Stick pressed in this direction.

*[G.P] = Press these buttons in the displayed order.

HEROE'S PROFILE

Height: 177cm
Weight: 53kg
Country: Espariwood
Birthday: November 1st
Age: 21
Sex: Female
Occupation: Dancer
Blood Type: A
Suit: Dyson Q-606 KUMMO Special t-3

DANCING LADY KUMO



KUMO EXTRA COLOR



LETHAL CHANGE



MOVES

COME ON	↑ P	TANGO	↓ ↑ K
BABY	→ K	NOIR	G + P
TAIL BEAT	→ G+P	BACK FIRE	↺ G+P
CONCORD	↻ G+P	LEG WING	

LETHAL CHANGE

FLASH	G.G.P	DANCE	↺ G
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COMBO

UN DUE TROIS	P . K . K
LOVE IS OVER	→ P → P → P → P

LETHAL CHANGE: Guarding an opponents attack will cause the opponent to falter and become defenseless for a short period of time



DIRTY FIGHTER ZEN

Height: 194cm
Weight: 79kg
Country: Zodierra Empire
Birthday: Unknown
Age: Unknown
Sex: Male
Occupation: Commander
Blood Type: Unknown
Suit: ZG-SPACY M-101 t-ZIV

ZEN EXTRA COLOR



LETHAL CHANGE



MOVES

PISTON	→ P	K WHIP	↓ P + K
SPEED	→ K	FACE	↺ K
KICK	→ G + P	CRUSH	↺ G + P
TOMAHAW	↺ K	FREEZE	Back ← G + P

LETHAL CHANGE

BLIZZARD	G.G.K		
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COMBO

BLUE IMPULSE	P . K . P . ← P
SPEED CIRCUIT	P ← K . K . K

LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage.

*[G.F] = Press these buttons simultaneously.

•There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

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2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

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PERMISSION. TOUCH TONE PHONES ONLY.**



REIKO

Birthday: July 7th - Cancer
Age: 19
Height/Weight: 158cm / 42kg
Blood type: B
Occupation: Pop Singer



ALAN & MILAN

Birthday: October 10 - Libra
Age: 9
Blood Type: AB
ALAN
Height/Weight: 145cm / 30kg
Occupation: nothing
MILAN
Height/Weight: 149cm / 32kg
Occupation: Magician

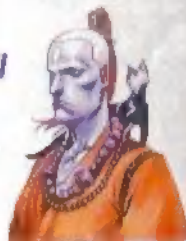
ZARA

Birthday: November 11th - Scorpio
Age: 27
Height/Weight: 165cm / 49kg
Blood type: AB
Occupation: Secretary to CEO



YAMAZAKI

Birthday: June 6th - Gemini
Age: 30
Height/Weight: 183cm / 75kg
Blood Type: AB
Occupation: Master of Martial Arts



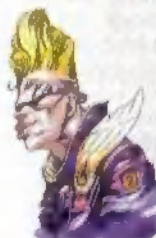
TAKEMARU

Birthday: August 8th - Leo
Age: 70
Height/Weight: 180cm / 69kg
Blood Type: A
Occupation: Concert Pianist



JOHN

Birthday: September 9th - Virgo
Age: 77
Height/Weight: 172cm / 56kg
Blood Type: B
Occupation: Race Car Driver



BILL

Birthday: May 5th - Taurus
Age: 20
Height/Weight: 200cm / 100kg
Blood Type: O
Occupation: Professional MechaniBall Player



KINOSHITA

Birthday: February 3rd - Aquarius
Age: 45
Height/Weight: 165cm / 65kg
Blood type: A
Occupation: Professional Gamer



ELECTRO BRAIN

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